

## ABSTRACT OF THE DISCLOSURE

### SYSTEM FOR TRACKING END-USER ELECTRONIC CONTENT USAGE

5 A system for tracking usage of digital content on user devices. Electronic stores coupled to a network sell licenses to play digital content data to users. Content players, which receive from the network the licensed content data, are used to play the licensed content data. Additionally, a logging site that is coupled to the network tracks the playing of the content data. In particular, the logging site receives play information from the network, and the play  
10 information includes the number of times that the content data has been played by the associated content player. Also provided is a method for tracking usage of digital content on user devices. According to the method, a license to play digital content data is sold to a user, and the licensed content data is transmitted to a content player for the user. Further, information is transmitted to a logging site whenever the content data is played by the content player or copied from the  
15 content player to an external medium so that usage of the licensed content data can be tracked.

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A method of determining an encoding rate for digital content. According to the method, the a sample of the content data is encoded for a predetermined period of time. The encoding rate is calculated by knowing the size of the sample of content encoded and the length of time necessary for encoding. In another embodiment, the encoding rate calculated for a specific encoding algorithm and encoding bit rate is averaged with any previously stored encoding rate for this encoding algorithm and encoding bit rate. In accordance with another aspect of the invention, an apparatus is described to carry out the above method.

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